

## **LISTING OF CLAIMS:**

1. (Currently Amended) A computer-implemented method of controlling a camera to capture security-related events **that occur in or around a gaming environment that includes a plurality of wager-based gaming machines**, the method comprising:

**polling a plurality of wager-based gaming machines in automated and electronic fashion from a remote location;**

(a) determining whether a security-related event has occurred or is occurring at one or more locations **involving one of said plurality of wager-based gaming machines based upon said polling of said plurality of wager-based gaming machines in or near a surveyed area;**

(b) automatically activating ~~said a~~ camera in response to a positive determination that a security-related event has occurred or is occurring at a particular location **involving one of said plurality of wager-based gaming machines** in order to capture video information at said particular location;

(c) capturing a digital video clip of said security-related event;

(d) storing data characterizing the security-related event in a database; and

(e) automatically associating said digital video clip with one or more data identifiers characterizing said security-related event.

2. (Canceled)

3. (Currently Amended) The method of claim **1**, wherein said camera is located in a gaming machine at or near where said security-related event took place.

4. (Currently Amended) The method of claim 1 ~~2~~, wherein said camera is located in a position above multiple gaming machines in the gaming environment ~~establishment~~.

5. (Original) The method of claim 1, further comprising the step of determining which of a plurality of available cameras should capture video information.

6. (Original) The method of claim 1, further comprising the step of automatically directing and focusing said camera to capture video information at said particular location.

7-8. (Canceled)

9. (Currently Amended) The method of claim 1 ~~8~~, wherein at least a portion of the data stored within said database is organized by security-related events.

10. (Canceled)

11. (Previously Presented) The method of claim 1, wherein said one or more data identifiers comprise at least one or more items selected from the group consisting of: the type or types of security-related event, a time of the security-related event, a date of the security-related event, a location of the security-related event, the camera or cameras capturing video information of the security-related event, data card insertion information, meter information, manual operator information, and one or more arbitrary identifiers that can be cross-referenced or catalogued.

12-13. (Canceled)

14. (Currently Amended) The method of claim ~~1~~ **13**, wherein said security-related event comprises an event selected from the group consisting of: ~~a manually triggered alarm,~~ irregular use of a smart card, electronic funds transfers in excess of a threshold amount, credit requests or use in excess of a threshold amount, ~~a substantial matching of a patron to a catalogued suspect by a facial recognition system,~~ a gaming machine slot door open, a gaming machine drop door open, a gaming machine fill door open, a gaming machine panel open, a loss of network communication to a gaming machine, irregular gaming machine to network communications, ~~a substantially large jackpot hit,~~ and an irregular or frequent plurality of jackpot hits from one gaming machine or a group of gaming machines.

15-17. (Canceled)

18. (Currently Amended) A method of controlling operation of a surveillance camera in response to a security-related event that involves one or more wager-based gaming machines, the method comprising:

(a) determining whether a security-related event that involves one or more wager-based gaming machines has occurred or is occurring at a particular location in a gaming environment or near a surveyed area, said step of determining including polling a plurality of wager-based gaming machines in automated and electronic fashion from a remote location;

(b) determining which of a plurality of cameras can capture video information at said particular location;

(c) automatically directing and focusing at least one camera to capture video information at said particular location;

(d) capturing a video clip of said security-related event; and

(e) automatically associating said video clip with one or more data identifiers characterizing said security-related event. [;]

19. (Original) The method of claim 18, further comprising the step of:

(f) automatically activating one or more cameras in order to capture video information at said particular location.

20. (Original) The method of claim 18, further comprising the step of:

(f) storing data characterizing the security-related event in a database.

21. (New) A security system adapted for use in a gaming environment, comprising:

a remote security server that facilitates an automated process of controlling one or more security cameras to capture security-related events within a gaming environment;

a plurality of wager-based gaming machines in communication with said remote server and adapted to administer wager-based games thereupon, wherein each of said wager-based gaming machines responds to a polling signal sent from said remote server regarding potential security related events at the respective wager-based gaming machine;

a plurality of security cameras in communication with said remote server and adapted to capture digital video clips of security related events at one or more of said plurality of wager-based gaming machines; and

a database in communication with said remote server, wherein said database stores said digital video clips and data characterizing said digital video clips therein,

wherein said remote server is adapted to send polling signals to said plurality of wager-based gaming machines, determine whether a security-related event has occurred or is occurring at one or more of said plurality of wager-based gaming

machines based upon the responses or lack thereof to said polling signals, activate one or more of said plurality of security cameras in response to a positive determination that a security-related event has occurred or is occurring at one of said plurality of wager-based gaming machines in order to capture video information, and store a digital video clip of said security-related event on said database.

22. (New) The security system of claim 21, wherein said remote server is further adapted to store data characterizing the security-related event in a database, and to associate said digital video clip with one or more data identifiers characterizing said security-related event.

23. (New) The security system of claim 21, wherein said security-related event comprises an event selected from the group consisting of: irregular use of a smart card, electronic funds transfers in excess of a threshold amount, credit requests or use in excess of a threshold amount, a gaming machine slot door open, a gaming machine drop door open, a gaming machine fill door open, a gaming machine panel open, a loss of network communication to a gaming machine, irregular gaming machine to network communications, and an irregular or frequent plurality of jackpot hits from one gaming machine or a group of gaming machines.

24. (New) A wager-based gaming machine adapted for use in a security system for a gaming environment, comprising:

a main cabinet surrounding a machine interior and housing a plurality of gaming machine components thereabout;

one or more money or credit acceptors located about said main cabinet and adapted for the play of wager-based games thereupon;

one or more displays located about said main cabinet and adapted for the play of wager-based games thereupon; and

one or more internal processors adapted to administer the play of wager-based games thereupon, wherein at least one of said one or more internal processors receives a polling signal from a remotely located security server and provides a polling signal response back to said remotely located security server regarding potential security related events at said wager-based gaming machine, said remotely located security server being adapted to facilitate an automated process of controlling one or more security cameras to capture security-related events within a gaming environment.

25. (New) The wager-based gaming machine of claim 24, wherein said potential security-related events comprise one or more events selected from the group consisting of: irregular use of a smart card, electronic funds transfers in excess of a threshold amount, credit requests or use in excess of a threshold amount, a gaming machine slot door open, a gaming machine drop door open, a gaming machine fill door open, a gaming machine panel open, a loss of network communication to a gaming machine, irregular gaming machine to network communications, and an irregular or frequent plurality of jackpot hits from said wager-based gaming machine or a group of gaming machines that include said wager-based gaming machine.

26. (New) The wager-based gaming machine of claim 24, further including:

at least one security camera located within said main cabinet and in communication with at least one of said one or more internal processors, said at least one security camera being adapted to capture digital video clips of security related events at said wager-based gaming machine.